



IG0240IE

F r o n t C o v e r



SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information.

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing Jet Set Radio Future. Please note that this software is designed only for use with Xbox. Be sure to read this instruction manual thoroughly before you start playing.

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Graffiti is art. However, graffiti as an act of vandalism is a crime. Every state/province has vandalism laws that apply to graffiti, and local entities such as cities and counties have anti-graffiti ordinances.

Violation of these laws can result in a fine, probation, or a jail sentence.

SEGA does not condone the real life act of vandalism in any form.

About Backup

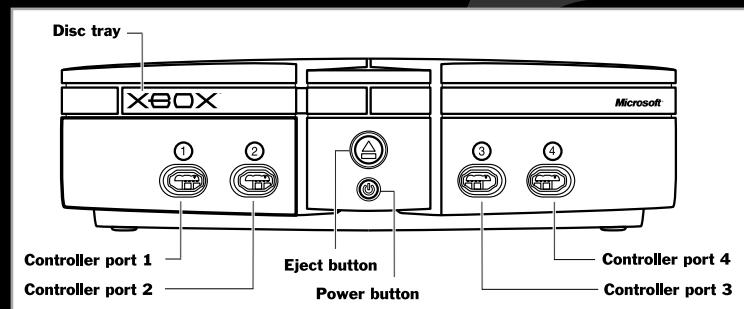
The backup files of this game can only be saved on Xbox's internal hard disk. For the amount of space needed for the backup, please see the chart below. Never turn off the Xbox console while saving the file.

Note also that this game does not support the memory unit (sold separately).

System File	Graffiti File (SS)	Graffiti File (S)	Graffiti File (M)	Graffiti File (L)	Graffiti File (XL)
9 blocks	11 blocks	11 blocks	60 blocks	60 blocks	116 blocks



USING THE XBOX™ VIDEO GAME SYSTEM



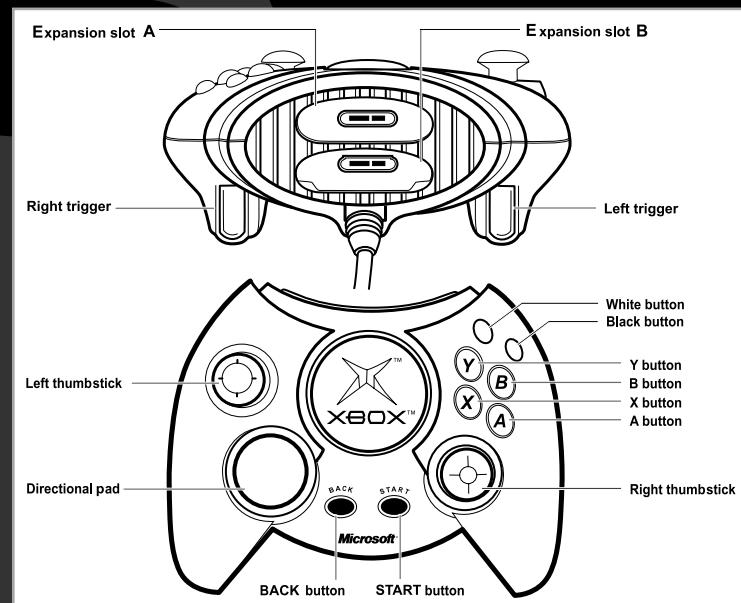
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the JSRF-Jet Set Radio Future™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing JSRF-Jet Set Radio Future.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play JSRF-Jet Set Radio Future.



PROLOGUE



Yeah!! This is DJ Professor K,
baby, the master of mayhem, you know
what I'm sayin'— bringing you another Tokyo
underground pirate radio broadcast from — Jet Set Radio!

I'm going to bust into your head through your cute little ears and blow
your minds with my sexy voice and out-of-sight sounds! Those of you prone to
nosebleeds should keep those tissues handy, suckas!

Tokyo is bein' oppressed by the Rokkaku Group, a mega-enterprise headed by
Rokkaku Gouji. Rokkaku is using his money and influence to mess with everything:
industry, society, and even our culture. And he's even got his eyes set on City Hall.

Lately, Rokkaku's been shaking down the government, passin' that "Rokkaku
Law" crap, and even buying off the police department. This law isn't anything
but garbage. It's just some selfish little punk's way of trying to show he's a
big man. Rokkaku and his gang are tryin' to stomp out our culture left and
right. They don't give a rip about our rights; all they care about is profit.
And some spineless fools have already become flunkies in their diabolical
scheme. You'd better believe they're listening in on this
broadcast.

But even in all this heat,
there's a group of young kids who've
been tearin' up the streets — I'm talking about the
Rudies. These kids have set out to bury Tokyo in graffiti.
And now they're all wrapped up in their own little territorial tug-of-wars.

Lately, Tokyo's been on one baaad trip. The attack on the record store in Chuo
Street, prowlers in Dogenzaka Hill, low-lifes spreading vicious rumors,
the mysterious blackout on 99th Street. And who should be following them
around but the Rokkaku Group's watchdog, the Rokkaku Police!
With the Rokkaku Expo just around the corner, the crackdowns are only
getting tighter.

My heart hasn't pounded like this since my first date and I was so nervous,
I forgot to wear my underwear, baby!

This isn't the time to be sitting around sipping afternoon tea! The game's
going to start soon and y'all are going to be the ones making the plays!





CHARACTERS



I am the navigator of the underground pirate radio station Jet Set Radio, DJ Professor K. With my sound and talks, I'm going to turn the entire city of Tokyo into a dance hall, baby!

DJ Professor K



Corn

The leader and founder of team GG. A self-styled genius with a spirited mind.



Yoyo

A newcomer to GG. He loves to tell a lie more than anything else. Distrustful guy, eh...?



A junk robot that was picked up from garbage by Corn. He is a foul-mouthed and cocky machine, but he can tell you how to operate and give you practice drills.

Gum

Member of GG. She's a perverse lady with the tendency to abandon a guy in 10 minutes after winning his heart.



Beat

Here's the mysterious kid that appeared in the streets of Tokyo. The reason for his appearance in Tokyo, maybe there's reason, maybe not...

Rokkaku Police

A private police force of Rokkaku Group. You'll be targeted if you're in the way of Rokkaku Group's activity, man.



Hayashi

A psycho inspector of Rokkaku Police Division O. Nothing good happens when you get involved with him.



Gouji

He's the big man of mega-enterprise Rokkaku Group, ruling on industry, society, and culture of Tokyo. Lately he's tryin' to start Rokkaku Expo. That's terrible, man.

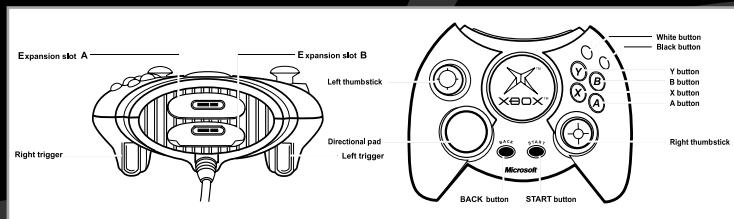


CONTROLS



JSFR-Jet Set Radio Future is a 1-player game for the main game, and up to 4 players for the VS MODE. Connect the same number of Controllers as the number of players to play to the Xbox console. When turning the console power on, please do not move the Left and Right thumbsticks as well as the Left and Right triggers. The calibration of the position cannot be performed properly as it may cause malfunction.

● XBOX™ CONTROLLER



● BASIC CONTROLS

BUTTONS	DURING THE GAME	MENU CONTROLS
LEFT TRIGGER	CORRECT CAMERA ANGLE	N/A
RIGHT TRIGGER	SPRAY GRAFFITI/TALK	N/A
LEFT THUMBSTICK	WALK/RUN	SELECT MENU ITEMS
RIGHT THUMBSTICK	ROTATE MAP (PAUSE SCREEN)/LOOK AROUND (STANDING STILL)	N/A
DIRECTIONAL PAD	N/A	SELECT MENU ITEMS
A BUTTON	JUMP/ENTER SELECTION	ENTER SELECTION
B BUTTON	BOOST DASH/USE ITEM *	CANCEL SELECTION
X BUTTON	COMBO TRICK/HAND PLANT	N/A
Y BUTTON	COMBO TRICK/TURN	N/A
START BUTTON	OPEN PAUSE MENU	ENTER SELECTION
BACK BUTTON	CANCEL SELECTION	CANCEL SELECTION

* Using an item is for VS MODE only.

■ The Black and White buttons are not used with this game.

● VARIOUS ACTIONS

Basic Moves



Walk/Run

Press the Left thumbstick lightly to walk towards the direction pressed. Press all the way to run.

Jump

Tap on the A button lightly to hop; press to jump. Longer you hold the button, the higher the player jumps.



Turn

Press the Y button once to turn your body 180 degree and run backwards. Press again to bring back to normal.



Talk to People

Approach a character. When a balloon icon appears, pull the Right trigger to talk to him/her.



Boost Dash

In exchange for 10 spray cans, press the B button to boost your speed for a limited time.

Camera Reset

Pull the Left trigger to correct the camera angle to the direction you are facing.



Keep your eyes on your rivals and enemies!

During the battle with your rivals and enemies, pull the Left trigger to view towards them. Pull the Left trigger to change the marker from yellow to red. At this point press the B button to boost your speed towards him. Remember, though, you need 10 spray cans to boost yourself.





Spraying Graffiti



At the circular mark of the Graffiti Point, pull the Right trigger to spray graffiti. One spray can is spent for every Graffiti Point. If there are multiple Graffiti Points, hold the Right trigger continuously to spray graffiti.



Continuous Graffiti

In front of multiple Graffiti Points, pull and hold the Right trigger while either running or grinding. You can spray graffiti continuously.



There're different kinds of graffiti!

There are 5 kinds of graffiti: SS, S, M, L and XL.
The SS and S graffiti have 1 mark each, M graffiti has 3, L graffiti has 6, and XL graffiti has 10.
Spray on all marks to complete the graffiti!



Trick Moves



Grind

Jump onto guardrails, handrails, power lines or the edge of half pipes to perform grinds.



Air

Build your speed and jump. You can soar high in the air and perform an aerial trick.



Wallride

Some of the billboards on the wall you can jump and touch momentarily. Use this trick to jump higher or go over the high wall.



Handplant

As you approach the edge of the half-pipe, press the X button. Momentarily you will stand upside down on one hand. Your speed will be accelerated as well.

Combo Moves



Grind Combo

While grinding, press either the X or Y button to make various grinding tricks. When you make combos, a score is displayed.



Air Combo

While making aerials, press either the X or Y button to make various aerial tricks.

■ There are other moves you can perform. Roboy will teach you how in Practice on the Garage Menu (p.15).



STARTING THE GAME



During the Demo, press the START button to display the Main Menu. Use either the Left thumbstick or the Directional pad to select the menu item, and press either the START or the A button to enter selection.



- NEW GAME** Start the game from the beginning. For one player only.
- LOAD GAME** Load the game from a previously saved location.
This cannot be selected if no save file exists.
- VS MODE** Play a multiplayer versus game with up to four players.

● NEW GAME

Start the one-player main game from the beginning.
Your primary objective is to cover the entire city of Tokyo with GG's graffiti,
avoiding various obstacles and distractions.

STREETS

The streets of Tokyo are where the actions occur. Representing different districts of the city, each has specific quota to meet: spraying specific number of graffiti, battle against the rivals and enemies, etc. Listen to the advice from your buddies in the Garage or to the information from Professor K, the DJ of the pirate radio station "Jet Set Radio" to clear the game.

Some elements exist that do not directly relate to the story. See what you can find.



GARAGE

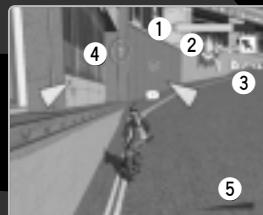
This is the base of the gang GG. The game starts from where you're about to join GG. Here you can run around freely and talk to other members of the GG for various, precious information. With Roboy's Garage Menu (p.15), you can change game settings, save the game, and create new graffiti. Come back here once in awhile to gain some hints or practice your skill.



Game Display

Main Game Screen

This is the basic screen you will see throughout the game.



① Stamina Gauge

Decreases as you take damage.
The game is over when this gauge is depleted.

② Spray Cans Left

You can spray the same amount of graffiti. Collect 10 or more cans, and the Boost Dash icon will be displayed.

③ Number of Graffiti

Displays the number of graffiti sprayed/the quota in the current street.

④ Graffiti Point

Pull the Right trigger in front of this mark to spray graffiti.

⑤ Speedometer

Displays the current speed of the player.



Earn points with successive combos!

Make a trick, and the score's going to be displayed at the top left of your screen. Make combos in a row, and the combo points are going to get bigger. Be careful, man, your combo count is going to start over if you make a mistake or even when you jump while you're grinding.



Battle Screen

There are different types of battles in the game. The elements displayed on the screen may differ according to the type of battle.



① Elapsed Time

Displayed during the Racing Mode.



② Marker

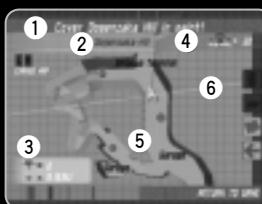
Displayed during the battle against your enemies and rivals upon approaching them.
At this point, pull the Left trigger, and the marker becomes red, keeping your enemies and rivals in view.

Pause Screen

During the game, press the START button to pause the game and display the Pause Screen. There are two kinds of Pause Screens: one for free skating mode and the other for the battle mode.

Free Skating

- Pull the Left/Right trigger to switch the map.
- Select GG-notebook to verify missions.



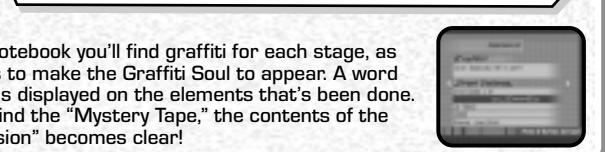
The small orange dots on the area map indicate the locations of the Graffiti Spots, large orange spots indicate the locations of the Graffiti Souls, light green indicate your rivals, purple indicate your enemies, and yellow arrow indicates the player. Use the Left thumbstick to select the icon, and the Right thumbstick to rotate the map (only with maps which are able).

During the Battle

- You can select Start Over to play the current battle from the beginning.

**Use the GG-notebook**

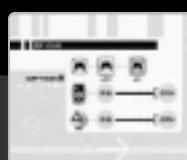
On the GG-notebook you'll find graffiti for each stage, as well as hints to make the Graffiti Soul to appear. A word "Cleared" is displayed on the elements that's been done. Also, if you find the "Mystery Tape," the contents of the "Street Mission" becomes clear!

**Roboy's Garage Menu**

At the Garage, talk to Roboy. The Garage Menu will be displayed. Use either the Left thumbstick or the Directional pad to select the menu item, and press either the Start button or the A button to enter.

**System**

Has the following sub-menu items.

**Save Game Data**

You can save up to 3 system files.

**Change Settings**

You can enable/disable the vibration feature, and adjust the volume level of the background musics and sound effects.

**Change Character**

You can change the character to use. Use the parameters of each character as reference in selecting the character. Use the Left thumbstick or the Directional pad to select the character, and press either the Start button or the A button to enter.

**STAMINA**

Length of Stamina Gauge

G-STAMINA

Length of Gauge when the character is sprayed with graffiti

SPRAY

Total amount of spray cans the character can hold

GRAFFITI

How easily the character can spray graffiti

ACCELERATION

How quickly the character can accelerate

CORNERING

How easily the character can turn corners

GRIND

How easily the character can perform grinds

**Practice**

You can practice the basic actions and learn new actions. Use either the Left thumbstick or the Directional pad to select the menu item, and press either the Start button or the A button to enter.



**Graffiti**

You can select the graffiti illustrations to be used in the game, as well as creating one yourself. For the amount of disk spaces needed to save graffiti, please refer to p.1.

Pick graffiti to use

Here you can select the graffiti to be used. At first you can only select from four graffiti in each size. As you collect Graffiti Souls, the number of selections increases. Make the selection for each size (SS~XL), and that illustration will be drawn. To register the graffiti illustration you created, select the icon at the right end. If you delete the registered graffiti, it will return to the original one.

**Create your own graffiti**

Here you can create a brand new graffiti. Use the Directional pad to select the size, and press either the START button or the A button to enter.

Graffiti Edit

Here you can edit the graffiti you have created. Use the Directional pad to select the graffiti to edit.

- For the direction on how to create/edit graffiti, please see the next page.

**Sound**

You can change the background music played in the Garage. The title of music and the artist is displayed. Use either the Left thumbstick or Directional pad to select, and press the A button to enter.

Press the B button to return to the previous screen.

**Test Run**

You will be able to select this when a certain criteria in the Streets are met. You can try for scores and times.

Creating and Editing Graffiti

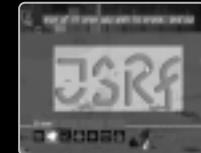
Following commands are available for creating and editing the graffiti.

**Spray**

Spray color on the wall. Use the Directional pad to select the color, the Left trigger to adjust the size from 5 sizes, and the Left thumbstick to move the Spray Can. Pull the Right trigger to spray. The thickness of color can be adjusted by the amount you pull the Right trigger.

**Eraser**

Erase what you have painted with spray or stamp. Use the Left thumbstick to select the area to be erased, pull the Left trigger to adjust the size of area to be erased, and pull the Right trigger to erase. If you wish to erase the wide area, move the Left thumbstick while pulling the Right trigger.

**Zoom In**

Zoom in/out the graffiti display. Use the Directional pad to select from 3 sizes, and press either the START button or the A button to enter.

**Stamp**

Use the Directional pad to select the stamp. Use the Left thumbstick to select the area to stamp, and pull the Right trigger to stamp. The color selected for the Spray is also reflected on the stamp. To change the color of stamp, change the color of spray.





Lettering

You can enter a word on your graffiti, up to 15 letters long. Use the Directional pad to select the menu item, and press the A button to enter. The following submenu items appear:



Lettering

Enter a letter on your graffiti artwork. Use the Directional pad to select a letter from the displayed soft keyboard, the Left thumbstick to select the location to print the letter, and press the A button to type in.

JPN Select from Japanese letters.

ENG Select from Roman alphabets.

ICON Select from icons.

Move the cursor left/right.

ERASE Erase the letter on current location.

SPACE Enter a blank space on current location.

ENTER End lettering.



Fonts

You can change the font used for the lettering. Select the letter to change the font with the Directional pad (select ALL E for all alphabets or ALL J for all Japanese letters), and change the font with Left thumbstick .

Move Letter

Use the Directional pad to select the letter to move (or select SELECT ALL for all letters), and the Left thumbstick to move. You can also pull the Left/Right trigger to enlarge/shrink the size.

Letter Size

Use the Directional pad to select the letter to change size (or select SELECT ALL for all letters). Pull the Right thumbstick to give the letter a three-dimensional feel, or the Left thumbstick to flatten the letter.

Turn Letters

Use the Directional pad to select the letter to turn (or select SELECT ALL for all letters), and the Left thumbstick and Left/Right trigger to turn.

Change View

Use the Left thumbpad to change the view of the letters.



Change Design

Use the Directional pad to select the letter (or select SELECT ALL for all letters), and the Left thumbstick to change the design.



Delete

Use the Directional pad to select the letter to delete (or select SELECT ALL for all letters), and press the A button. Please note that once deleted, you cannot restore the deleted letter(s).



Erase All

Select this to erase what you have drawn, and start over from the beginning. Please note that once erased, you cannot restore the design.



Save

Select this to save your artwork. You will be asked to select the location to save your artwork. Press the A button to save.

You may save as many graffiti files as your internal hard disk space allows.



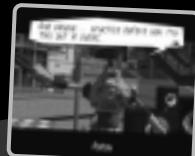


What Else You Need to Know

Here are explanations to elements that need to be remembered in order to play JSRF-Jet Set Radio Future. These are very essential to progress smoothly through the game, so pay attention and learn them all.

Hone your skills in Practice

As the game progresses, you will learn new moves. You can practice them here. The menu item increases as you learn one. To clear the game, let's master them all.



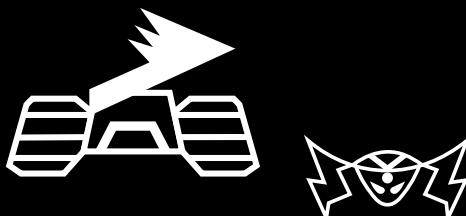
Go to the Streets

After you become a member of GG, it's time to go out to the streets. Although there are several "Exits" in the Garage, you may not be allowed to advance depending on conditions. Don't fret. Just go to the area you're allowed to go.

Obtain Information

There are several obstacles that stand in your way. But you have trusty friends. Talk to them while you're at Garage. Sometimes they cheer you up, other times they may give you precious advice.

The Wrist Radio you're wearing isn't just an ordinary radio. When it catches radio signals broadcast by Professor K or the Rokkaku Police, a monitor screen will be displayed. These messages can provide important information such as hints and tactics, so don't miss them.



Spray Graffiti

The ultimate goal of this game is to spray the entire city of Tokyo with GG's graffiti. Naturally, how to spray graffiti is the most important element in this game.

Flow of Spraying Graffiti

Collect Spray Cans

To spray graffiti, you need to find and collect cans of spray paint.



Find Graffiti Points

You can spray graffiti only at Graffiti Points, so find them.

Spray Graffiti

In front of the Graffiti Point, pull the Right trigger to spray graffiti.

When you approach the Graffiti Point, a small balloon will be displayed. Use it as a guide and pull the Right trigger.



Collect Spray Cans!

Everything starts by collecting the Spray Cans! When you see one on the streets, get it. The amount of Spray Cans collected is displayed at the top right corner of the screen. Remember, though. You can't get any more if you're full. There are also cans that can recover your stamina.



Yellow can
stands for one can. Spraying on one mark spends one.



Blue can
gives you 5 cans.



Red can
recovers your stamina.



Here comes your rival!

On the streets, there are several characters other than the members of GG. At times they can be obstacles in the game, other times they may have important hints. Don't be afraid to face them.



Battles!

In the course of the game, you will battle with your rivals and enemies (such as Rokkaku Police). There are various kinds of battles such as City Rush and Tagger's Tag. When you win the battle, either your rival joins you or you will be able to advance to a different area. Should you lose the battle, the game will be over.



Utilize the Graffiti Stop!

Apart from the rest of graffiti, the Graffiti Points for it is located on the ground. Spray graffiti, and press the START button. You will be able to change the character and save the game, both of which you cannot select under the normal Pause Menu.



Find the Mystery Tape!

On all Streets, there exists one cassette tape, recorded by a mysterious person. Find it, and select GG-notebook in the Pause Menu while you're at the same street you found it. You will be able to view the contents: hints to making Graffiti Souls to appear.



Make the Graffiti Souls appear!

When you collect the Graffiti Soul, you gain new selection of graffiti. You can select the new graffiti illustration from Graffiti of the Garage Menu (p.16).



● VS MODE

You can play a multi-player battle with up to four players. Apart from multi-player battle modes, you can also play against the CPU to practice.

During the main menu, select VS MODE. If a system file exists, the Load Screen will be displayed. Select the file to load, and you will be able to play with members that have joined GG up to that point.



Setting Screen

Here you can change settings for the Battle/Practice. Change settings in the order below. Press the A button to enter; and B button to return to the previous step. On Practice Mode, all missions except for Ball Hog are for one-player only, so after the Stage Select, the Character Select Screen will be displayed.



① Mode

Select either the Battle Mode or Practice Mode.

② Mission

Select from 5 missions. Refer to p.12 for detailed descriptions of each.

③ Stage

Select the stage to be played in. There are box-yard types and oval types, and the available selections vary according to the selected mission. Note also that the special stages are for two-player battle only.

④ Entry

Displays the number of players entering the battle. Press the A button to enter the battle.

⑤ Team

Here you select either the individual battle or the team battle. 1P, 2P, etc. indicate the Controller port number of the console. Refer to p.25 for the list of possible combinations of the teams.



Missions

There are five different missions available in the VS MODE.
Read the rules of each to grasp its feature.



City Rush!

Make three laps around the selected course.
First to reach the goal wins the battle.



Ball Hog

Grasp the ball from your rival and run the course.
Make a lap from the point you grab the ball without
dropping it or being taken away to win.
With Team Battle, press the B button while the
cursor is showing to pass the ball to your teammate.



Flag

Find and grab the flags that appear one after another.
The player with the most flags wins.
There are 5 flags in all.



Graffiti Wars

Spray as many graffiti on the Graffiti Point
in the stage within the time limit.
You can overwrite over your opponent's graffiti.



Tagger's Tag

Draw graffiti on your opponents' back.
You lose the battle when your Graffiti Meter depletes.
The player that survives to the end wins.

Team Combinations

On Multiplay Mode, you can only select the individual battle with two players. If there are three or more players, you can select either the individual or the team battle.

The game of Ball Hog requires cooperative play,
so two players can participate in Practice Mode.
With one player, you battle alone against the CPU.
With two players, both players cooperate in a team
to battle against the CPU team.



Individual Battle

The screen
will be divided
into the same
number of
player
participating.

Team Battle

The team of
1P and 2P
plays against
the team of
3P and 4P.

Team Battle

The team of
1P and 3P
plays against
the team of
2P and 4P.

Team Battle

The team of
1P and 4P
plays against
the team of
2P and 3P.



Character Select

When all the settings are completed, you will now select
the character to be used. Please note that the same
character may not be selected by more than one player.
When all players select a character, the verification
screen will be displayed.



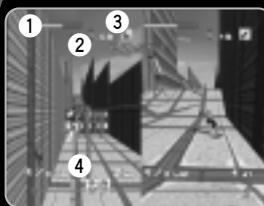
Change Graffiti

During the verification screen, select GRAFFITI to change
the graffiti to be used for that player. Except for Graffiti
Wars, only the graffiti with size SS can be selected.
"EDIT" represents the user-created graffiti.



Game Display

The information shown on the VS MODE varies according to the mode you are playing.



City Rush!/Ball Hog

① Stamina Gauge

It decreases as you take damage.
The game is over when it is reduced to zero.

② Number of Spray Cans

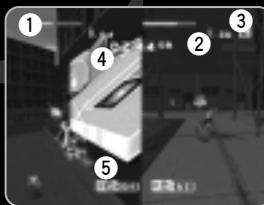
You need them to spray graffiti or perform a boost dash.

③ Item

The currently owned item is displayed.
Press the B button to use it.

④ Position Indicator

The current location on each player is displayed on the bar. The left end is the Start position, and the right end is the Goal. With Ball Hog, the location of the goal changes.



Graffiti Wars/Flag

① Stamina Gauge

It decreases as you take damage.
The game is over when it is reduced to zero.

② Number of Spray Cans

You need them to spray graffiti or perform boost dash.

③ Item

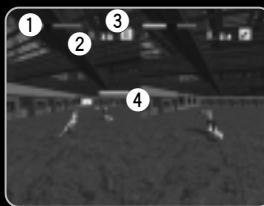
The currently owned item is displayed.
Press the B button to use it.

④ Time Remaining (Graffiti Wars only)

The game is played until this time reaches zero.

⑤ Progress Indicator

The number of graffiti (flags) for the player is displayed.



Tagger's Tag

① Stamina Gauge

It decreases as you take damage.
The game is over when it is reduced to zero.

② Number of Spray Cans

You need them to spray graffiti or perform boost dash.

③ Item

The currently owned item is displayed.
Press the B button to use it.

④ G-Stamina

Displayed when your opponent is about to be sprayed, and decreases when he/she is being sprayed. The player whose G-Stamina depletes to zero loses the game.

Item Chart

Here is the list of items and their effects.

Know each feature and utilize them well to play to your advantage.

ITEMS	EFFECTS
	GRENADE (X1) You can throw a grenade that explodes upon contact with either the ground or a character. Be careful not to hit your teammate or, even, yourself.
	GRENADE (X3) You can throw up to three grenades. When used, the icon display will start the countdown.
	PLACE BOMB Press the B button to place a bomb. It explodes upon contact with things and obstacles. You can even place it in the air.
	CAN OF INVINCIBILITY You become temporarily invincible. Your acceleration and the top speed also increase.
	INVISIBLE DRINK Your appearance will not be displayed temporarily on your opponents' screen. Note that you can still hit the grenades and obstacles.
	SPRAY CAN (X1) You pick up a spray can.
	SPRAY CAN (X20) You pick up 20 spray cans.

Use the Items!



To win the VS MODE, what's the better way than to use the items!? When you pick up the item box on the course, the item display spins like a one-arm bandit, making the selection randomly. The selected item can be used by pressing the B button. But remember, you can't use the Boost Dash while you got the item, and you can't get other items either. Don't be cheap. Use it!





SÄKERHETSINFORMATION

OM ANFALL ORSAKADE AV LJUSKÄNSLIGHET

En mycket liten andel av befolkningen kan drabbas av epilepsi-liktande anfall, som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostisering åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel. Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller -skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfallen kan även orsaka medvetlösthet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare

om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom—det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna.

Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att sitta längre från TV-skärmen, använda en mindre TV-skärm, spela i ett väl upplyst rum och att aldrig spela om du är sömnig eller trött. Rådgör med läkare innan du börjar spela, om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Övrig viktig hälsos- och säkerhetsinformation

I Xbox instruktionsboken finns viktig hälsos- och säkerhetsinformation, som du bör läsa igenom och förstå innan du använder denna programvara.

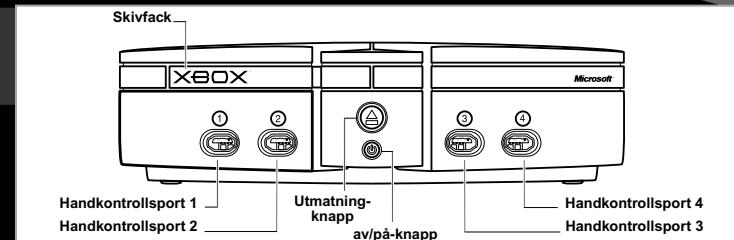
UNDVÄKA SKADOR PÅ TV-APPARATEN

Använd inte spelet tillsammans med vissa TV-apparater. Vissa TV-apparater, särskilt sådana med främre eller bakre projection, kan skadas om videospel, inklusive Xbox-spel, spelas på dem. Statiska bilder, som visas under ett normalt spel, kan "bränna in" i skärmen och ge upphov till en permanent skugga av den statiska bilden som syns hela tiden, även när inget videospel spelas. Liknande skador kan uppstå från statiska bilder som skapas när du gör ett uppehåll eller en paus i spelet. För att avgöra om TV-apparaten utan risk kan användas för videospel hänvisas till TV-apparatens bruksanvisning. Om denna information saknas i bruksanvisningen, bör du kontakta TV-handlaren eller tillverkaren av apparaten för besked.

Obehörig kopiering, ändring av konstruktion, överföring, offentlig visning, uthyrning eller annan användning i kommersiellt syfte, eller att kringgå kopieringsskyddet, är strängt förbjudet.

SNABBSTART

Användning av Xbox™ TV-Spel



1. Installera ditt Xbox™ TV-spel enligt anvisningarna i Xbox instruktionsbok.
2. Tryck på av/på-knappen och statusindikatorn tänds.
3. Tryck på utmattningsknappen och skivfacket öppnas.
4. Placera Jet Set Radio Future skivan i skivfacket med etiketten uppåt och stäng skivfacket.
5. Följ anvisningarna som visas på skärmen. I instruktionsboken finns mer information om hur du spelar Jet Set Radio Future.

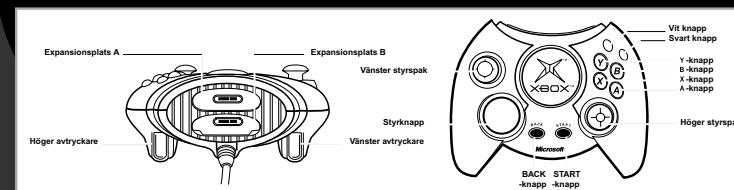
Undvika skador på Skivorna eller CD-spelaren

För att undvika skada på skivorna eller CD-spelaren:

- Sätt endast in Xbox-kompatibla skivor i CD-spelaren.
- Använd aldrig skivor med underlig form, som exempelvis stjärn- eller hjärtformade skivor.
- Låt inte en skiva sitta kvar i Xbox-konsolen under längre tid när den inte används.
- Flytta inte Xbox-konsolen medan strömmen är påkopplad och en skiva sitter i.
- Fäst inte etiketter, klistermärken, eller andra främmande föremål på skivorna.

Använda Xbox™ handkontroll

1. Anslut Xbox handkontroll i någon av handkontollsportarna på Xbox-konsolens framsida. För spel med flera spelare, koppla in extra handkontroller i tillgängliga handkontollsportar.
2. Koppla in eventuell expansionsutrustning (till exempel, Xbox minneskort) i expansionsplatserna enligt anvisningarna.
3. Följ instruktionerna som visas på skärmen. I instruktionsboken finns mer information om hur du använder Xbox handkontroll för att spela Jet Set Radio Future.





SPELKONTROLL

Jet Set Radio Futures huvudspel är avsett för 1 spelare, och upp till 4 spelare i VS MODE [spelvariant med flera spelare]. Anslut samma antal handkontroller som det finns spelare till Xbox-konsolen. När du slår på strömmen till konsolen, rör varken Vänster eller Höger styrsnak och inte heller Vänster eller Höger avtryckare. Kalibrering av positionen kan annars inte utföras på rätt sätt vilket kan orsaka funktionssvårigheter.

● GRUNDLÄGGANDE KONTROLL

KNAPPAR	UNDER SPELET	MENYKONTROLL
VÄNSTER AVTRYCKARE	JUSTERA KAMERAVINKEL	ANVÄNDS EJ
HÖGER AVTRYCKARE	SPRAYA GRAFFITI/PRATA	ANVÄNDS EJ
VÄNSTER STYRSPAK	GÅ/SPRING	VÄLJ FRÅN MENYN
HÖGER STYRSPAK	VRID KARTA (TA EN PAUS) / SE DIG OMKRING (NÄR DU STÅR STILL)	ANVÄNDS EJ
STYRKNAPP	ANVÄNDS EJ	VÄLJ FRÅN MENYN
A KNAPP	HOPPA/GÖR ETT VAL	GÖR ETT VAL
B KNAPP	BOOST DASH (superspray)/ ANVÄND FÖREMÅL*	AVBRYT VAL
X KNAPP	KOMBINATIONSTRICK/ HAND PLANT (sätt i handen för att svänga)	ANVÄNDS EJ
Y KNAPP	KOMBINATIONSTRICK/VÄND	ANVÄNDS EJ
START KNAPP	ÖPPNA PAUSMENY	GÖR ETT VAL
BACK KNAPP	AVBRYT VAL	AVBRYT VAL

* Använd föremål gäller endast VS MODE (spelvariant med flera spelare).

■ De Svarta och Vita knapparna används inte till detta spel.

Om Backup

Spelets backup-filer kan endast sparas på Xbox interna hårddisk. För att veta hur stort utrymme som krävs för backup, se tabellen nedan. Stäng aldrig av Xbox-konsolen medan du sparar en fil. Notera också att det här spelet inte stöder minneskortet (som säljs separat).

Systemfil	Graffiti fil (SS)	Graffiti fil (S)	Graffiti fil (M)	Graffiti fil (L)	Graffiti fil (XL)
9 minnesblock	11 minnesblock	11 minnesblock	60 minnesblock	60 minnesblock	116 minnesblock

GRUNDLÄGGANDE RÖRELSE



Gå/Springa

Tryck lätt på Vänster avtryckare för att gå i den riktning du trycker. Tryck ned knappen helt för att springa.



Vänd

Tryck på Y knappen en gång för att vrida kroppen 180 grader och springa tillbaka. Tryck igen för att återgå till normal position.



Hoppa

Tryck snabbt och lätt på A knappen för att skutta; tryck hårdare för att hoppa. Ju längre du håller kvar knappen desto högre hoppar spelaren.



Boost Dash

I utbyte mot 10 sprayburkar, tryck på B knappen för att öka din snabbhet och sprayförmåga en begränsad tid.



Prata med folk

Närma dig en person. När en pratbubbla visas, tryck på Höger avtryckare för att prata med honom/henne..



Ändra kameran

Tryck på Vänster avtryckare för att justera kameravinkel i din riktning.



Håll ögonen på rivaler och fiender!

Medan du kämpar mot dina rivaler och fiender, tryck på Vänster avtryckare för att titta åt deras håll. Tryck på Vänster avtryckare för att ändra markören från gult till rött. Tryck sedan på B knappen för att öka din sprayförmåga i förhållande till de andra. Men kom ihåg att du behöver 10 sprayburkar för att kunna få extra snabbhet och styrka.





TIETOJA TURVALLISUDESTA

TIETOJA VALOYLIHERKKYDEN AIHEUTTAMISTA EPILEPTISISTÄ KOHTAUKSISTATIETOJA VALOYLIHERKKYDEN AIHEUTTAMISTA EPILEPTISISTÄ KOHTAUKSISTA

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tiettytyyppisistä visuaalista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan. Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykminen, käsiensä tai jalkojen nykminen tai vapina, keskittymiskyyyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi katumisen tai esineisiin törmäämiseen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsaan näiden oireiden varalta ja kysytävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempia todennäköisyyksiä saada epileptinen kohtaus.

Valoyliherkkyden aiheuttaman epileptisen kohtauksen riskiä voi pienentää istumalla kauempaan televisiosta, käyttämällä pienempää televisiota, pelaamalla hyvin valaistussa huoneessa ja välttämällä pelaamista unisena tai väsyneenä.

Jos sinulla tai sukulaissillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

Muita tärkeitä terveyteen ja turvallisuuteen liittyviä tietoja

Xboxin käyttöohjeessa on tärkeitä tietoja terveydestä ja turvallisuudesta. Lue nämä tiedot ja varmista, että olet ymmärtänyt ne, ennen kuin käytät tästä ohjelmistoa.

TELEVISION VAHINGOITTUMISEN VÄLTTÄMINEN

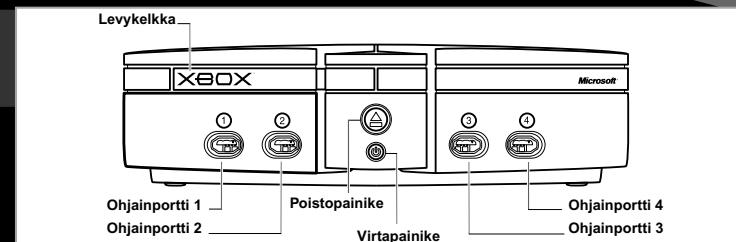
Älä käytä tiettytyyppisten televisioiden yhteydessä. Tiettytyyppiset televisiot, etenkin edusta- tai taustaprojektioteleviisot, voivat vaurioitua, jos niitä käytetään videopelien, esimerkiksi Xbox-pelien, pelaamiseen. Pelien yhteydessä esiintyvät kauan paikallaan pysyvät kuvat voivat "palaa" ruutuun kiinni. Jos näin käy, kuvasta jää pysyvä varjo televisiokuvaan, joka näkyy, vaikkei videopeliä pelata. Videopelin asettaminen taukolaitaan aiheuttaa myös pysätykskuvan, joka voi aiheuttaa tällaisen vaurion. Tarkista television käyttöohjeesta, voidaanko televisiolla pelata videopelejä turvallisesti. Jos tästä tietoa ei ole annettu television käyttöohjeessa, ota yhteyttä television myyjään tai valmistajaan ja tiedustele, voidaanko televisiota käyttää turvallisesti videopelien yhteydessä.

Ohjelmistomateriaalin vallututtamatton kopioiminen, purkaminen lähdekoodiksi, julkinen esittäminen, vuokraaminen, maksun kerääminen pelaamisesta tai kopointisuojauskseen ohittaminen kielletään jyrkästi.

PIKTOOHJE



Xbox™ -pelikonsolin käyttö



1. Laita Xbox™ -pelikonsolisi käyttökuntaan Xboxin käyttöohjetta seuraten.
2. Painaessasi virtapainiketta tilan merkkivalo syttyy.
3. Paina poistopainiketta avataksesi levykelkan.
4. Aseta Jet Set Radio Future -levy levykelkaan etiketti ylöspäin ja sulje levykelka.
5. Seuraa näytöllä esiintyviä ohjeita. Lisätietoja Jet Set Radio Future -pelin pelaamisesta löydät tästä käyttöohjeesta.

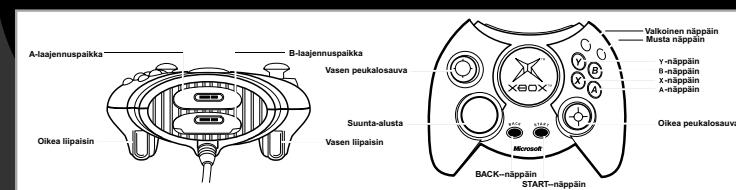
Levyjen tai levyaseman vahinkojen välttäminen

Jotta levyt tai levyasema eivät vahingoituisi:

- Aseta vain Xboxiin yhteensopivia levyjä levyasemaan.
- Älä koskaan käytä oudonmuotoisia levyjä, kuten tähden- tai sydämenmuotoisia levyjä.
- Älä jätä levyä Xbox-konsoliin pitkäksi aikaa, kun se ei ole käytössä.
- Älä liikuta Xbox-konsolia kun virta on kytkettynä ja levy on sisällä.
- Älä kiinnitä nimirappuja, tarroja tai muita ulkopuolisia esineitä levyihin.

Xbox™ -ohjaimen käyttö

1. Liitä Xbox-ohjain johonkin Xbox-konsolin etupuolella olevista ohjainportteista. Jos pelaajia on useampia, liitä lisäohjaimet vapaana oleviin ohjainportteihin.
2. Liitä mahdolliset laajennuslaitteet (esimerkiksi Xbox-muistikortit) asianmukaisesti ohjaimen laajennuspaikoihin.
3. Seuraa näytöllä esiintyviä ohjeita. Lisätietoja Xbox-ohjaimen käytöstä Jet Set Radio Future -pelin pelaamiseen löydät tästä käyttöohjeesta.





KOMENNOT

Jet Set Radio Future on yhden pelaajan peli mitä pääpeiliin tulee ja jopa neljän pelaajan peli VS MODE (versus mode, monen pelaajan peli) -toimintamuodossa. Liitä Xbox-konsoliin sama määrä ohjaimia kuin on pelaaja. Kun kytket konsoliin virran, älä liikuta vasenta tai oikeaa peukalosauvaan eikä vasenta tai oikeaan liipaisinta. Se voi aiheuttaa toimintahäiriön, jolloin asennon kalibointi ei tapahdu asianmukaisesti.

● PERUSKOMENNOT

NÄPPÄIMET	PELIN AIKANA	VALIKKOKOMENNOT
VASEN LIIPAININ	KORJAA KAMERAKULMAA	EI KÄYTÖSSÄ
OIKEA LIIPAININ	SUIHKUTA GRAFFITI/PUHU	EI KÄYTÖSSÄ
VASEN PEUKALOSAUVA	KÄVELE/JUOKSE	VALITSE VALIKKOVAIHTOEHDOT
OIKEA PEUKALOSAUVA	PYÖRITÄ KARTTAA (TAUKONÄYTTÖ)/KATSO YMPÄRILLESI (SEISOEN PAIKALLASI)	EI KÄYTÖSSÄ
SUUNTA-ALUSTA	EI KÄYTÖSSÄ	VALITSE VALIKKOVAIHTOEHDOT
A-NÄPPÄIN	HYPPÄÄ/SYÖTÄ VALINTA	SYÖTÄ VALINTA
B-NÄPPÄIN	BOOST DASH (TEHOSTA SYÖKSYÄ)/KÄYTÄ ESINETTÄ*	PERUUTA VALINTA
X-NÄPPÄIN	COMBO TRICK (YHDISTELMÄTEMPPU)/ HAND PLANT	EI KÄYTÖSSÄ
Y-NÄPPÄIN	COMBO TRICK (YHDISTELMÄTEMPPU)/KÄÄNNY	EI KÄYTÖSSÄ
START-NÄPPÄIN	AVAA TAUKOVALIKKO	SYÖTÄ VALINTA
BACK-NÄPPÄIN	PERUUTA VALINTA	PERUUTA VALINTA

* Esineen käyttö on vain VS MODE -toimintoa varten.

■ Mustaa ja valkoista näppäintä ei käytetä tässä pelissä.

Varmuuskopiointi

Tämän节 pelin varmistustiedostot voidaan tallentaa vain Xboxin sisäiselle kiintolevylle. Varmistuksen vaatiman tilan näet alla olevasta taulukosta. Älä koskaan katkaise virtaa Xbox-konsolista tiedoston tallentamisen aikana. Ota myös huomioon, että tämä peli ei tue muistikorttia (myydään erikseen).

Järjestelmä-tiedosto	Graffiti-tiedosto(SS)	Graffiti-tiedosto(S)	Graffiti-tiedosto(M)	Graffiti-tiedosto(L)	Graffiti-tiedosto(XL)
9 lohko	11 lohko	11 lohko	60 lohko	60 lohko	116 lohko

PERUSLIKKKEET



Kävele/juokse
Paina vasenta peukalosauvaan kevyesti kävelläksesi painamaasi suuntaan. Paina alas asti juostaksesi.

Hypää
Napauta A-näppäintä kevysti hypätäväksi; paina hypätäksesi korkeammalle. Mitä kauemmin pidät näppäintä alaspainettuna, sitä korkeammalle pelaaja hypää.



Kääny
Paina Y-näppäintä kerran käentyväksi ympäri (180 astetta) ja juostaksesi takaperin. Paina uudestaan palataksesi normaaliasentoon.



Puhu muille
Lähety hahmoa. Kun puhekuplakuvake tulee näkyviin, paina oikeaa liipaisinta puhuaksesi hänen.



Boost Dash (tehosta syöksyä)
Kymmentä suihkepulloa vastaan voit painaa B-näppäintä saadaksesi enemmän vauhtia rajoitetuksi ajaksi.



Kameran uudelleenasetus
Paina vasenta liipaisinta korjataksesi kamerakulmaa siihen suuntaan, johon katsot.

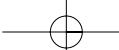


Pidä silmällä kilpailijoitasi ja vihollisiasi!



Taistellessasi kilpailijoitasi ja vihollisiasi vastaan paina vasenta liipaisinta katsoaksesi heihin päin. Paina vasenta liipaisinta muuttaaksesi ilmaisimen kelたiseesta punaiseen. Paina tassaa vaiheessa B-näppäintä nopeuttaaksesi liikkääsi hahmoa kohti, mutta muista, että tarvitset kymmenen suihkepullossa vauhtia lisätäksesi.





NOTES

NOTES





CREDITS

SONGS CREDITS



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The Latch Brothers are: - Mike D a.k.a.
"The Latchin' Duke", Kenny Salcido a.k.a.
"Count Tickula" and Chris Wagner a.k.a.
"Sir Poom A Lot"

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"Birthday Cake"
Performed by Cibo Matto
Composed by Cibo Matto "Miho Hatori & Yuka Honda, BMI"
Produced Under License from Warner Bros. Records Inc.
By Arrangement With Warner Special Products



VIDEO GAME WARRANTY

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

- 1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)
- 2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game, or the hotline at the video game publisher in the country the game was purchased.

VIDEOSPELETS GARANTI

Detta videospel har en garanti i enlighet med de lagar som gäller i det land där det är inköpt. Garantin har en giltighetstid på 90 (nittio) dagar från och med inköpsdagen - (köpebevis krävs).

Garantin gäller ej i följande fall

- 1/ videospelet har inskaffats för kommersiellt eller professionellt bruk (allt sådant bruk är strängt förbjudet)
- 2/ videospelet är åsamkat skada till följd av inkorrekt behandling, olycka, eller vårdslöshet hos konsumenten.

För ytterligare information gällande denna garanti, ombedes konsumenten att kontakta återförsäljaren som sålt spelet, eller kundtjänst hos videospelsförlaget i de land där spelet inköpts.

VIDEOPELIN TAKUU

Tällä videopelillä on takuu, joka määrittyy sen maan lakiin mukaan jossa se on ostettu ja joka on voimassa vähintään 90 (yhdeksänkymmentä) päivää ostopäivämääristä lukien (ostotosite on pakollinen).

Takuu ei ole voimassa seuraavissa tapauksissa:

- 1/ videopeli on ostettu kaupalliseen tai ammatilliseen käyttöön (kaikki sellaiset käyttötarkoitukset ovat täysin kiellettyjä)
- 2/ videopeli on vahingoittunut sopimattoman käsittelyn, vahingon tai väärinkäytön seurauksena.

Lisätietoja takuusta kuluttaja saa ottamalla yhteyttä jälleenmyyjään jolta peli on ostettu tai videopelin kustantajan puhelinpalveluun siinä maassa, jossa peli on ostettu.

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 **INFOGRAMES**



4.528 in.
27p2 picas
115mm

9.055 in.
54p4 picas
230mm

4.528 in.
27p2 picas
115mm

GB



■ noir 100%

■ Pantone 348

TOTAL WHITE UNDERLAY

34 mm

116 mm

